

Media Timeouts by Conference

2026 - 2027

Women

Conference	Rule
American Southwest	Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by American Southwest Conference member institutions. - The length of each media timeout shall be <u>75 seconds (Note to media: 60-second commercial break with 15-second buffer)</u>. <i>NOTE: For live television games, the length of each media timeout shall be 105 seconds (Note to media: 90-second commercial break with 15-second buffer).</i> - There shall be exactly <u>seven (7)</u> media timeouts in each game. - Media timeouts will be taken at the first dead ball at or below the 5-minute mark in each period. When a team calls a timeout before the media timeout mark for that period, or calls a timeout that creates the first stoppage in play at or below the mark, the timeout shall be charged to the team and it will become that quarter's media timeout. - The first team called timeout of the second half automatically shall become the length of a media timeout. This timeout does not replace the 5-minute media timeout in the period in which it is called. - The 1st time out called by either team in the 2nd half will convert to a media and will not replace the media at the 5-minute mark. This would apply for the entire 2nd half until a team calls a timeout. - The first team called timeout in any extra period(s) automatically shall become the length of a media timeout. - The media timeouts will be in place for <u>every game</u>, regardless of what media is or is not covering the contest. - The media timeouts are <u>not to be replaced by any other timeouts</u> (e.g., team-called timeouts, injury timeouts, officials' timeouts, intermissions will never take the place of media timeout). - In addition to the media timeouts, in the new four-quarter format, teams will have four timeouts (three 30-second timeouts and one 60-second timeout). A team may use the 60-second timeout at the discretion of the coach during the first or second half of the game. Teams will be allowed to carry over all timeouts not used in the first 2 quarters to the 3rd and 4th quarters. Each team will be awarded one 30-second timeout in each overtime period, plus any unused timeouts remaining from the second half. - During all timeouts, a warning horn to alert teams to prepare to resume play shall be sounded <u>15 seconds before the expiration of any charged or media timeout</u>. A second game-clock horn shall be sounded at the end of any charged or media timeout and play shall resume immediately. - The team that requests a charged timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. However, <u>media timeouts (including the first team-charged timeout of the second half or in any extra period) cannot be shortened</u> regardless of whether one or both teams indicate readiness. <i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i>

SCAC	Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by SCAC member institutions. - The length of each media timeout shall be <u>75 seconds (Note to media: 60-second commercial break with 15-second buffer)</u>. <i>NOTE: For live television games, the length of each media timeout shall be 105 seconds (Note to media: 90-second commercial break with 15-second buffer).</i> - There shall be exactly <u>seven (7)</u> media timeouts in each game. - Media timeouts will be taken at the first dead ball at or below the 5-minute mark in each period. When a team calls a timeout before the media timeout mark for that period or calls a timeout that creates the first stoppage in play at or below the mark, the timeout shall be charged to the team and it will become that quarter's media timeout. - The first team called timeout of the second half automatically shall become the length of a media timeout. This timeout does not replace the 5-minute media timeout in the period in which it is called. - The 1st time out called by either team in the 2nd half will convert to a media and will not replace the media at the 5-minute mark. This would apply for the entire 2nd half until a team calls a timeout. - The first team called timeout in any extra period(s) automatically shall become the length of a media timeout. - The media timeouts will be in place for <u>every game</u>, regardless of what media is or is not covering the contest. - The media timeouts are <u>not to be replaced by any other timeouts</u> (e.g., team-called timeouts, injury timeouts, officials' timeouts, intermissions will never take the place of media timeout). - In addition to the media timeouts, in the new four-quarter format, teams will have four timeouts (three 30-second timeouts and one 60-second timeout). A team may use the 60-second timeout at the discretion of the coach during the first or second half of the game. Teams will be allowed to carry over all timeouts not used in the first 2 quarters to the 3rd and 4th quarters. Each team will be awarded one 30-second timeout in each overtime period, plus any unused timeouts remaining from the second half. - During all timeouts, a warning horn to alert teams to prepare to resume play shall be sounded <u>15 seconds before the expiration of any charged or media timeout</u>. A second game-clock horn shall be sounded at the end of any charged or media timeout and play shall resume immediately. - The team that requests a charged timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. However, <u>media timeouts (including the first team-charged timeout of the second half or in any extra period) cannot be shortened</u> regardless of whether one or both teams indicate readiness. <i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i>
Red River	Media Timeouts This policy applies to all regular season and conference tournament games. The length of all media timeouts is a minimum 60-seconds and maybe longer depending on the network contracts. Each quarter, a media timeout will occur when: • There is a stopped clock for any reason at or below the 5-minute mark; or • There is a team timeout granted or there is a replay review with more than 5-minutes on the clock Team Timeouts Per game, each team will be allowed: • One timeout 60-seconds in length

	• Three timeouts 30-seconds in length • If there is overtime, any remaining timeouts not used in regulation or any prior extra period(s) plus one 30-second timeout carry over to each extra period. • There is an additional TO that is 30-seconds in length for each OT period(s). Floating Media Timeout In the 2nd half only, regardless of the time on the clock, if there is a team timeout granted or there is a replay review, a floating media timeout will occur that is in addition to the media timeout for that quarter. While rare, if no team timeout is granted in the 2nd half, there is no floating media timeout. Example 1 In the 3rd quarter, the first granted team timeout occurs at 7:59, this will be the floating media timeout for the 2nd half. Following the ball being put in play, there is another granted team timeout that occurs at 5:32 (either team), this will be the media timeout for the 3rd quarter. In the 4th quarter, there are no granted team timeouts with more than 5-minutes on the clock and the first time the clock is stopped for any reason occurs at 4:18, this will be the media timeout for the 4th quarter. Example 2 In the 3rd quarter, there are no granted team timeouts or replay reviews. The first time the clock is stopped under 5-minutes is for a replay review that occurs at 4:20, this will be the media timeout for the 3rd quarter. In the 4th quarter, the first time the clock is stopped under 5-minutes is for a ball out-of-bounds that occurs at 4:17, this will be the media timeout for the 4th quarter. The first granted team timeout of the 2nd half occurs at 1:09, this will be the floating media timeout for the 2nd half.
North Texas JUCO	In games involving the electronic-media timeout format, the timeout format shall be: - Three 30-second timeouts for each team per regulation game. - One full timeout for each team per regulation game that may be used anytime during the game. - These electronic-media timeouts shall occur at or below the 5-minute mark in each period when the game clock is stopped when there has been no team-called timeout that precedes this dead ball. - The first timeout requested by either team in the second half shall become the length of a timeout that precedes this dead ball. - In any extra period the first timeout granted to either team may become an electronic-media timeout. - The 1st time out called by either team in the 2nd half will convert to a media and will not replace the media at the 5-minute mark. This would apply for the entire 2nd half until a team calls a timeout. - When a timeout is granted before the media marks or creates the first dead ball at or below the 5-minute mark in a period, that timeout will become the electronic-media timeout for that period. (Exception: Rule 5-14.10.d) - Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously. - The extra timeout shall not be granted until after the ball becomes live to begin the extra period.
Independents	No media format: - Three 30-second timeouts and two full timeouts for each team per regulation game. - The two full timeouts may be used at any time. - Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously. - The extra timeout shall not be granted until after the ball becomes live to begin the extra period.
Texas Eastern JUCO	In games involving the electronic-media timeout format, the timeout format shall be:

- a. Three 30-second timeouts for each team per regulation game.
- b. One full timeout for each team per regulation game that may be used anytime during the game.
- c. These electronic-media timeouts shall occur at or below the 5-minute mark in each period when the game clock is stopped when there has been no team-called timeout that precedes this dead ball.
- d. The first timeout requested by either team in the second half shall become the length of a timeout that precedes this dead ball.
 - 1. In any extra period the first timeout granted to either team may become an electronic-media timeout.
 - 2. The 1st time out called by either team in the 2nd half will convert to a media and will not replace the media at the 5-minute mark. This would apply for the entire 2nd half until a team calls a timeout.
- e. When a timeout is granted before the media marks or creates the first dead ball at or below the 5-minute mark in a period, that timeout will become the electronic-media timeout for that period. (Exception: Rule 5-14.10.d)
- f. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Teams that will use media timeouts at home will be: Angelina College, Trinity Valley Community College, Kilgore College, Panola College

No media format:

- a. Three 30-second timeouts and two full timeouts for each team per regulation game.
- b. The two full timeouts may be used at any time.
- c. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- d. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Note: The use of media timeouts can be requested by the home team and will let the officials know prior to the game.